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<b>1</b> <a href="#">Flow synchronization protocol</a> Julio Escobar , Craig Partridge , Debra Deutsch <b>IEEE/ACM Transactions on Networking (TON)</b> April 1994 Volume 2 Issue 2	90%
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<b>2</b> <a href="#">The Personal Presence System&amp;mdash;hardware architecture</a> M. Lukacs <b>Proceedings of the second ACM international conference on Multimedia</b> October 1994 The Personal Presence System (PPS) experimental prototype is being designed to support multiparty multimedia visual services which use advanced video combining techniques. This paper is a companion to another paper in this proceedings: "The Personal Presence System&mdash;A Wide Area Network Service Resource for the Real Time Composition of Multipoint Multimedia Communications" which contains a detailed service description. This paper describes the architecture of the A ...	88%
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<b>3</b> <a href="#">An RTP-based synchronized hypermedia live lecture system for distance education</a> Herng-Yow Chen , Yen-Tsung Chia , Gin-Yi Chen , Jen-Shin Hong <b>Proceedings of the seventh ACM international conference on Multimedia (Part 1)</b> October 1999 In this article, we have introduced a "Live Synchronized Hypermedia Live Lecture (SHLL) System" using RTP to synchronize the live presentation of streaming video lecture, HTML-based lecture notes, and HTML page Navigation Events. The SHLL framework consists of three major modules: (1) SHLL Recorder- for recording the temporal	87%

information of the AV lecture and the HTML-based lecture notes navigation processes. (2) SHLL Event Server- for receiving, depositing, and multicasting SHL ...

4 Embedded video in hypermedia documents: supporting integration and adaptive control 85%  
 Dick C. A. Bulterman  
**ACM Transactions on Information Systems (TOIS)** October 1995  
Volume 13 Issue 4  
As the availability of digital video becomes commonplace, a shift in application focus will occur from merely accessing video as an independent data stream to embedding video with other multimedia data types into coordinated hypermedia presentations. The migration to embedded video will present new demands on application and support environments: processing of any one piece of video data will depend on how that data relates to other data streams active with ...

5 A synchronization model for recorded presentations and its relevance for information retrieval 83%  
 W. Hürst , R. Müller  
**Proceedings of the seventh ACM international conference on Multimedia (Part 1)** October 1999  
In order to improve the acceptance of recorded presentations, we introduce a new open document type covering a wide range of different media classes typically appearing in this scenario. Instances of this document type can be replayed using our time-based synchronization model. Random access in combination with the realized stream/media-layered synchronization mechanism results in essential features such as Random Visible Scrolling and Unrestricted Cross-Referencing ...

6 Coyote: a system for constructing fine-grain configurable communication services 83%  
 Nina T. Bhatti , Matti A. Hiltunen , Richard D. Schlichting , Wanda Chiu  
**ACM Transactions on Computer Systems (TOCS)** November 1998  
Volume 16 Issue 4  
Communication-oriented abstractions such as atomic multicast, group RPC, and protocols for location-independent mobile computing can simplify the development of complex applications built on distributed systems. This article describes Coyote, a system that supports the construction of highly modular and configurable versions of such abstractions. Coyote extends the notion of protocol objects and hierarchical composition found in existing systems with support for finer-grain microprotocol ob ...

7 Building reliable mobile-aware applications using the Rover toolkit 82%  
 Anthony D. Joseph , M. Frans Kaashoek  
**Proceedings of the 2nd annual international conference on Mobile computing and networking** November 1996

8 An architecture for multiple perspective interactive video 82%  
 Patrick H. Kelly , Arun Katkere , Don Y. Kuramura , Saied Moezzi , Shankar Chatterjee  
**Proceedings of the third ACM international conference on Multimedia** January 1995

9 Synchronization in the MAEstro multimedia authoring environment 82%

 George D. Drapeau  
**Proceedings of the first ACM international conference on Multimedia September 1993**

**10** Composite multimedia and active objects 82%

 Simon Gibbs  
**ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages, and applications November 1991**  
Volume 26 Issue 11

**11** The evolution of the DECsystem 10 80%

 C. G. Bell , A. Kotok , T. N. Hastings , R. Hill  
**Communications of the ACM January 1978**  
Volume 21 Issue 1

The DECsystem 10, also known as the PDP-10, evolved from the PDP-6 (circa 1963) over five generations of implementations to presently include systems covering a price range of five to one. The origin and evolution of the hardware, operating system, and languages are described in terms of technological change, user requirements, and user developments. The PDP-10's contributions to computing technology include: accelerating the transition from batch oriented to time sharing computing systems; ...

**12** Back to the basics: a first class chalkboard and more 80%

 Ng S. T. Chong , Masao Sakauchi  
**Proceedings of the 2000 ACM symposium on Applied computing March 2000**

**13** Optimizing video-on-demand through requestcasting 80%

 Julie Pochueva , Ethan V. Munson , Denis Pochuev  
**Proceedings of the seventh ACM international conference on Multimedia (Part 1)**  
October 1999

Video-on-demand (VOD) designs typically feature either request or broadcast architectures. Both have limitations. Request architectures experience a limit in the number of clients that can be adequately serviced. Broadcast architectures require large, often unavailable, bandwidth. In addition, it is difficult to limit viewing to a target audience. In this paper, we present a new architecture for a metropolitan VOD service that we name requestcasting. Our architecture combines the two genera ...

**14** CRIM: curricular resources in interactive multimedia 80%

 Edward A. Fox , Rachelle S. Heller , Anna Long , David Watkins  
**Proceedings of the seventh ACM international conference on Multimedia (Part 1)**  
October 1999

The CRIM project addresses the need for curricular guidelines and educational resources for the Interactive Multimedia area. A digital library / repository allows educators to submit knowledge modules that will be reviewed and made available for use by teachers or students. Recommendations are given for courses and topics, and a process is outlined to reach consensus and improve education. This efforts is connected with the Computer Science Teaching Center, <http://www.cstc.org/>.

15 Demonstration of the Cinema system 80%  
A K. Rothermel , I. Barth , G. Dermler , W. Fiederer , T. Helbig , T. Leopold , W. Sinz  
**Proceedings of the fourth ACM international conference on Multimedia** February 1997

16 Low-level multimedia synchronization algorithms on broadband networks 80%  
A Miguel Correia , Paulo Pinto  
**Proceedings of the third ACM international conference on Multimedia** January 1995

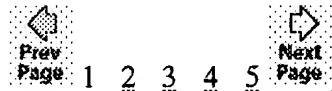
17 The ATM physical layer 80%  
A Sailes K. Rao , Mehdi Hatamian  
**ACM SIGCOMM Computer Communication Review** April 1995  
Volume 25 Issue 2  
In this article, we present an overview of the physical layer specification of the emerging Asynchronous Transfer Mode (ATM) networks. These specifications concern the complete details of how to ship 53-byte ATM cells from Point A to Point B over a physical medium on a Local Area Network (WAN). While the task of defining the interfaces and line coding of the transceivers over different physical media is ongoing, the primary underlying theme has been the leveraging of existing standards and ...

18 A multimedia component kit: experiences with visual composition of applications 80%  
A Vicki de Mey , Simon Gibbs  
**Proceedings of the first ACM international conference on Multimedia** September 1993

19 A continuous media transport and orchestration service 80%  
A Andrew Campbell , Geoff Coulson , Francisco García , David Hutchison  
**ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures & protocols** October 1992  
Volume 22 Issue 4  
The desire to transfer continuous media such as digital audio and video across packet switched networks imposes a number of new requirements on transport level communication services. This paper identifies a number of these requirements in the context of an experimental distributed multimedia infrastructure, and reports on research which addresses some of the associated issues. Particular attention is paid to two areas: (i) extended Quality of Service (QoS) provision; and (ii) support for t ...

20 Cpoda - a demand assignment protocol for satnet 80%  
A Irwin Jacobs , Lin-Nan Lee , Andrew Viterbi , Richard Binder , Robert Bressler , Nai-Ting Hsu , Robert Weissler  
**Proceedings of the fifth data communications symposium** September 1977  
A new contention-based demand assignment protocol (CPODA) is described. The protocol is designed to handle packetized data and voice traffic in a multiple access satellite broadcast channel, where the channel is typically shared by hundreds of earth stations. A sophisticated traffic environment is assumed, including multiple priority and delay class distinctions, variable message lengths, and an arbitrary load distribution among the stations. In addition, stations may have different receivi ...

Results 1 - 20 of 80    [short listing](#)



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